Amendments to the Specification:

Please replace the paragraph that begins on page 3, line 11, with the following amended paragraph:

Briefly, in accordance with the present invention, disclosed is a system and method for optimizing network routing using the network topology. In an embodiment of the present invention, the method includes a user sending a request (i.e., a HyperText Transfer Protocol request), for information such as web content to a server (i.e., an e-business server). The server receives this request and sends to the user the requested information in addition to a client side program such as a Java scriptlet. The client side program then reads and saves the local user time. The user then sends another request for information to the server. In this request is embedded the local user time saved by the client side program. A server side program, such as a Java servlet, residing on server then receives the request and the local user time. The server side program uses the local server time to determine the topological location of the user on the network. The server side program then uses the topological location of the user to determine the identity of the server that is best suited to handle the request by the user. Finally, the server forwards the request of the user to the server that is best suited to fulfill the request of the user.

Please replace the paragraph that begins on page 37, line 6, (the Abstract) with the following amended paragraph:

A system and method for optimizing network routing using the network topology is described. The method includes a user sending a request for information to a server. The server receives this request and send sends to the user the requested information in addition to a client side program. The client side program then reads and saves the local user time. The user then sends another request for information to the server. In this request is embedded the local user time saved by the client side program. A server side program residing on server then receives the request and the local user time. The server side program uses the local server time to determine the topological location of the user and the identity of the server that is best suited to handle the request by the user. Finally, the server forwards the request of the user to the identified server.

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